

EXHIBIT 34

Payments - Play Developer Help

Payments

- Developers charging for app downloads from Google Play must use Google Play's billing system as the method of payment for those transactions.
- Play-distributed apps requiring or accepting payment for access to in-app features or services, including any app functionality, digital content or goods (collectively "in-app purchases"), must use Google Play's billing system for those transactions unless Section 3 or Section 8 applies.

Examples of app features or services requiring use of Google Play's billing system include, but are not limited to, in-app purchases of:

- Items (such as virtual currencies, extra lives, additional playtime, add-on items, characters and avatars);
- subscription services (such as fitness, game, dating, education, music, video, service upgrades and other content subscription services);
- app functionality or content (such as an ad-free version of an app or new features not available in the free version); and
- cloud software and services (such as data storage services, business productivity software, and financial management software).

- Google Play's billing system must not be used in cases where:

- payment is primarily:

- for the purchase or rental of physical goods (such as groceries, clothing, housewares, electronics);
- for the purchase of physical services (such as transportation services, cleaning services, airfare, gym memberships, food delivery, tickets for live events); or
- a remittance in respect of a credit card bill or utility bill (such as cable and telecommunications services);

- payments include peer-to-peer payments, online auctions, and tax exempt donations;

- payment is for content or services that facilitate online gambling, as described in the [Gambling Apps](#) section of the [Real-Money Gambling, Games, and Contests](#) policy;

- payment is in respect of any product category deemed unacceptable under Google's [Payments Center Content Policies](#).

Note: In some markets, we offer Google Pay for apps selling physical goods and/or services. For more information, please visit our [Google Pay developer page](#).

- Other than the conditions described in Section 3 and Section 8, apps may not lead users to a payment method other than Google Play's billing system. This prohibition includes, but is not limited to, leading users to other payment methods via:

- An app's listing in Google Play;
- In-app promotions related to purchasable content;
- In-app webviews, buttons, links, messaging, advertisements or other calls to action; and
- In-app user interface flows, including account creation or sign-up flows, that lead users from an app to a payment method other than Google Play's billing system as part of those flows.

- In-app virtual currencies must only be used within the app or game title for which they were purchased.

- Developers must clearly and accurately inform users about the terms and pricing of their app or any in-app features or subscriptions offered for purchase. In-app pricing must match the pricing displayed in the user-facing Play billing interface. If your product description on Google Play refers to in-app features that may require a specific or additional charge, your app listing must clearly notify users that payment is required to access those features.

- Apps and games offering mechanisms to receive randomized virtual items from a purchase including, but not limited to, "loot boxes" must clearly disclose the odds of receiving those items in advance of, and in close and timely proximity to, that purchase.

- Unless the conditions described in Section 3 apply, developers of Play-distributed apps on mobile phones and tablets requiring or accepting payment from users in South Korea for access to in-app purchases may offer users an in-app billing system in addition to Google Play's billing system for those transactions if they successfully complete the [additional in-app billing system declaration form](#) and agree to the additional terms and program requirements included therein.

Note: To view timelines and frequently asked questions regarding this policy, please visit our [Help Center](#).

Need more help?

Try these next steps:

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Tell us more and we'll help you get there